Bally Astrocade Instructions for:

CHECKERS Cartridge

1. Insert cartridge and press [RESET]
2. Choose #1 (from keypad or hand controller #1)
3. Input number of players (1 or 2)

The marker is moved by joystick #1 (or #2 for player #2).
Pulling the trigger "picks" or "moves" pieces.
"Picks" appears on the bottom of the screen if you have no jump move,
or if you have two or more possible moves, A JUMP MUST BE TAKEN!
Multiple jumps are taken one at a time,
but your turn remains until you can jump no further.
"Moves" are made by moving to the destination and pulling the trigger.
The piece that is flashing will move!
If more than one piece is flashing at the start of a turn,
that means that you have more than one possible jump, you must "pick" one.
Scores at the top of the screen keep # of GAMES WON!
Reaching the far side of the board awards a crown (The crown may move backwards).
It's simple to become a KING at CHECKERS!

Note: CHECKERS had no official release

CHECKERS instructions by Michael White
Typed in by Adam Trionfo - May 22, 2001